WHEN THE TRIGGER SWITCH IS PRESSED FOR A 2ND TIME, A SOLENOID AND LAMP TEST ARE INITIATED. ALL THE COILS IN THE GAME AND THE SHOT LAMP ARE ENERGIZED ONE BY ONE. THIS WILL HELP ISOLATE A BAD OR STICKY SOLENOID. EACH COIL AND LAMP HAS A VALUE, THIS IS LISTED BELOW.

THIS IS THE LAST TEST. FLIP THE DIP SWITCH OFF AND RESET THE GAME TO GET BACK INTO GAME MODE.

COIL/LAMP LIST:

DISPLAY # 01 -	TARGET	1	FRONT LEFT TARGET
DISPLAY # 02 -	TARGET	2	
DISPLAY # 03 -	TARGET	3	
DISPLAY # 04 -	TARGET	4	
DISPLAY # 05 -	TARGET	5	
DISPLAY # 06 -	TARGET	6	
DISPLAY # 07 -	TARGET	7	FRONT REAR TARGET
DISPLAY # 00 -	OFF		
DISPLAY # 08 -	TARGET	8	MIDDLE LEFT TARGET
DISPLAY # 09 -	TARGET	9	
DISPLAY # 10 -	TARGET	10	
DISPLAY # 11 -	TARGET	11	
DISPLAY # 12 -	TARGET	12	
DISPLAY # 13 -	TARGET	13	MIDDLE RIGHT TARGET
DISPLAY # 00 -	OFF		
DISPLAY # 14 -	TARGET	14	REAR LEFT TARGET
DISPLAY # 15 -	TARGET	15	
DISPLAY # 16 -	TARGET	16	
DISPLAY # 17 -	TARGET	17	
DISPLAY # 18 -	TARGET	18	
DISPLAY # 19 -	TARGET	19	
DISPLAY # 20 -	TARGET	20	REAR RIGHT TARGET
DISPLAY # 00 -	OFF		
DISPLAY # 21 -	RESET SOLENOID - FRONT		
DISPLAY # 00 -	OFF		
DISPLAY # 22 -	RESET SOLENOID - CENTER		
DISPLAY # 00 -	OFF		
DISPLAY # 23 -	RESET SOLENOID - REAR		
DISPLAY # 00 -	OFF		
DISPLAY # 24 -	KICKER SOLENOID		
DISPLAY # 00 -	OFF		
DISPLAY # 25 -	EXPLOSION LAMP		
DISPLAY # 26 -	PAYOUT SOLENOID CASHBOX		
DISPLAY # 27 -	PAYOUT SOLENOID PLAYER		
DISPLAY # 00 -	OFF		
DISPLAY # 28 -	COIN METER		
DISPLAY # 29 -	TICKET METER		
DISPLAY # 30 -	START SWITCH LAMP		
-	STARTS FROM 1 AGAIN		